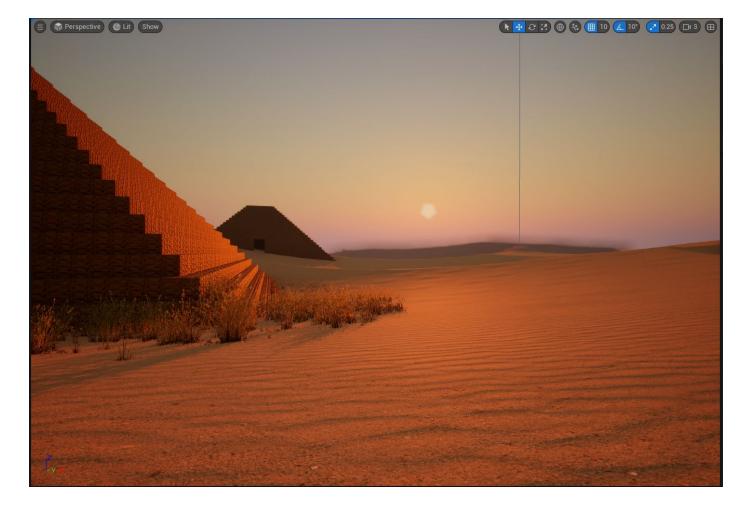
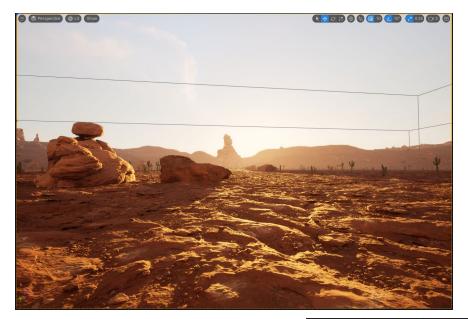
Final Project Review

By: Lucien Lee

Landscapes



Landscapes



Landscapes

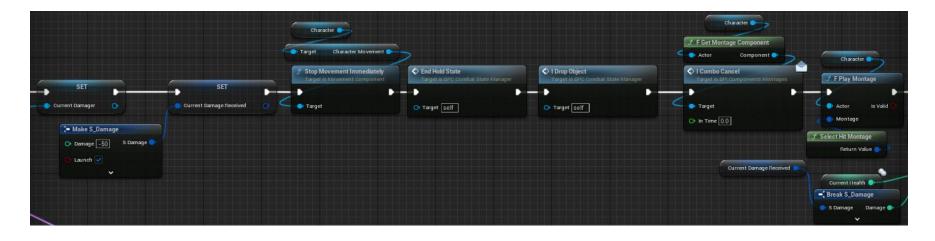


Interactables

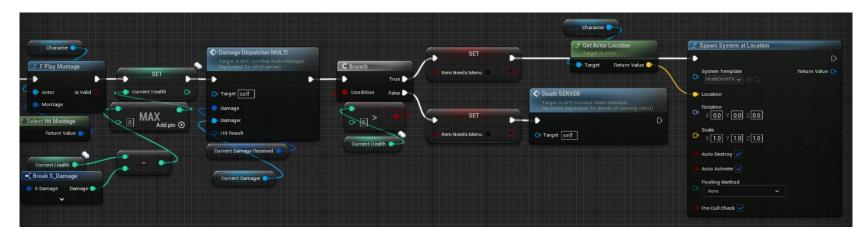


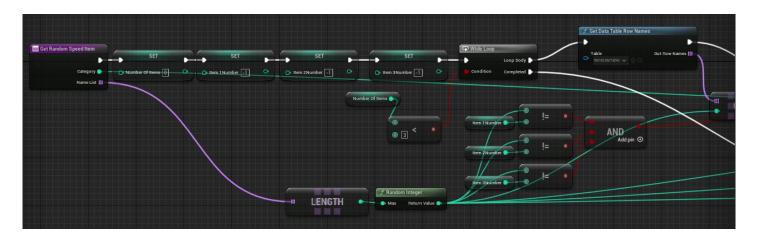




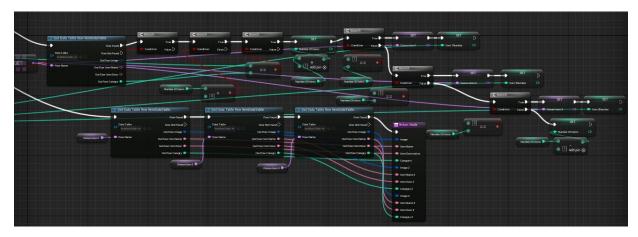


Interactables - Health



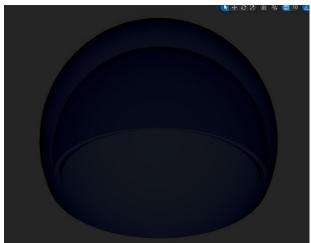


Interactables - Speed

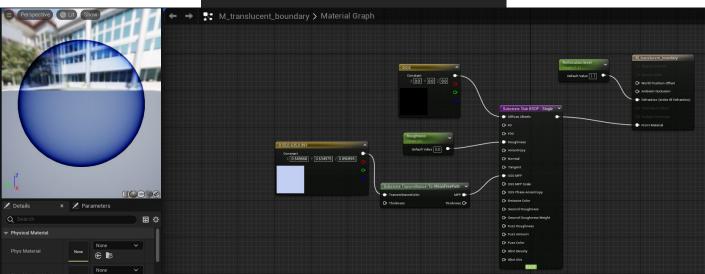


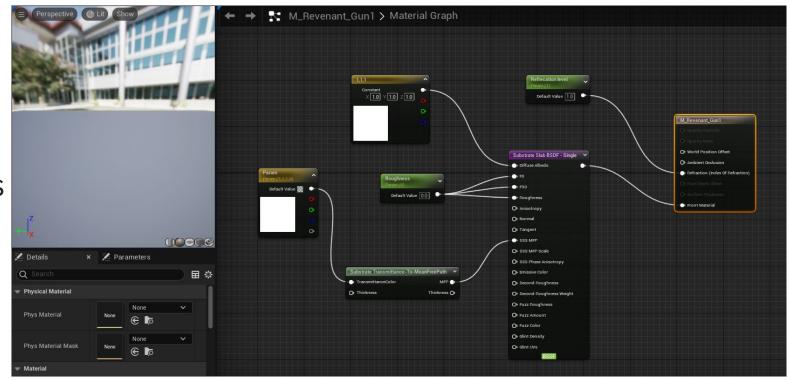
Interactables - Speed





Materials



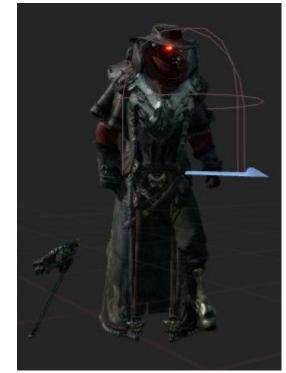


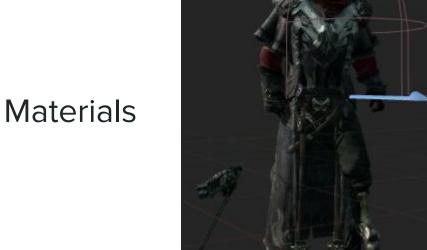
Materials



Materials







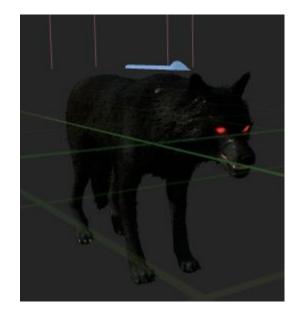


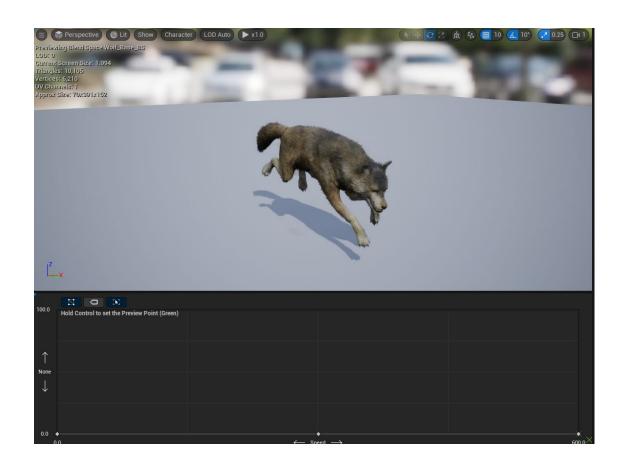
Animation - Retargeting



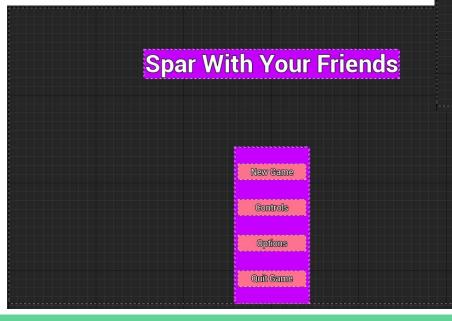


Animation -





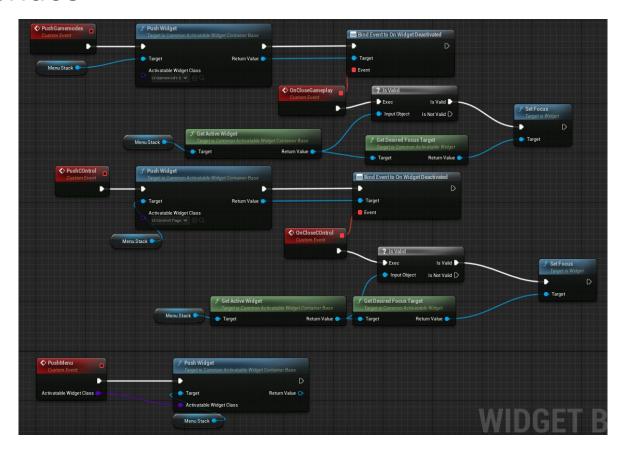
User Interface -



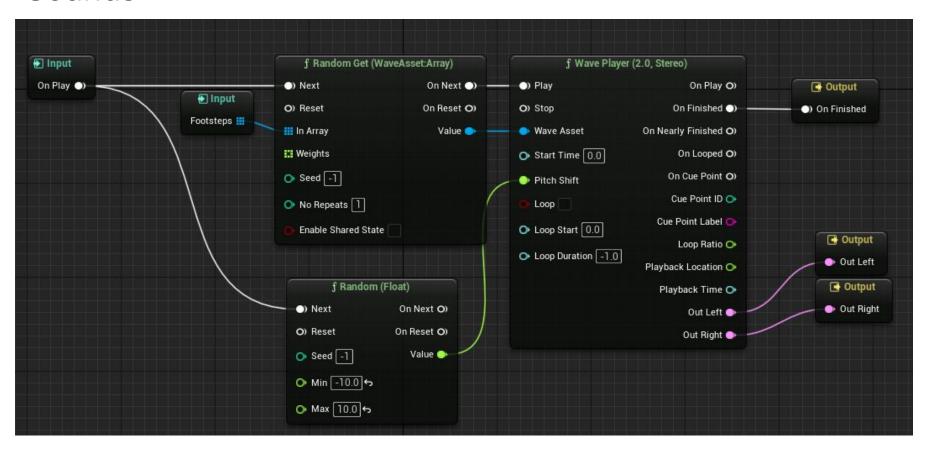
Pause



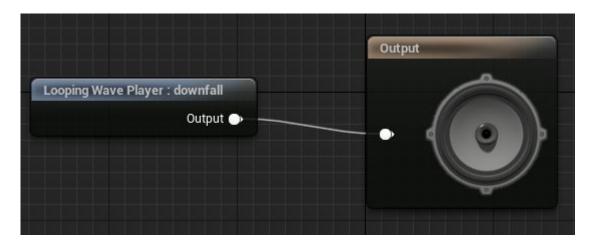
User Interface -

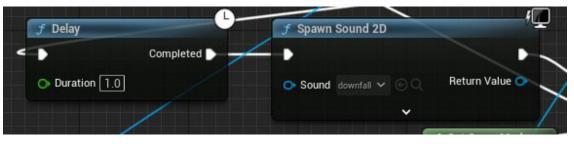


Sounds -

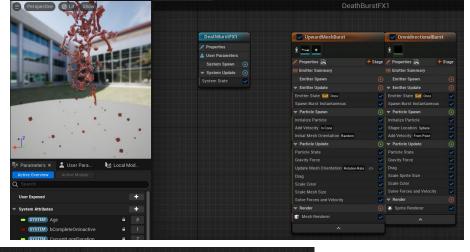


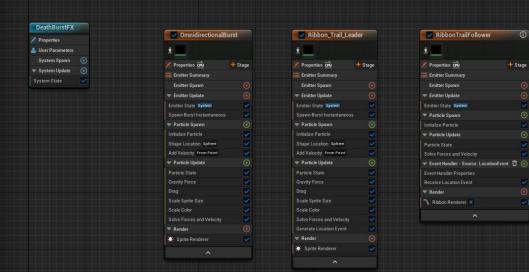
Sounds -

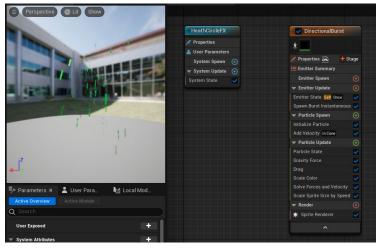




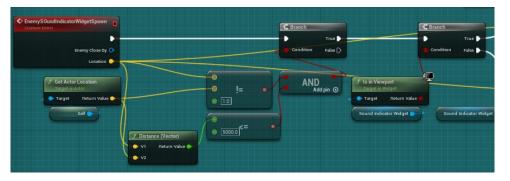
VFX -

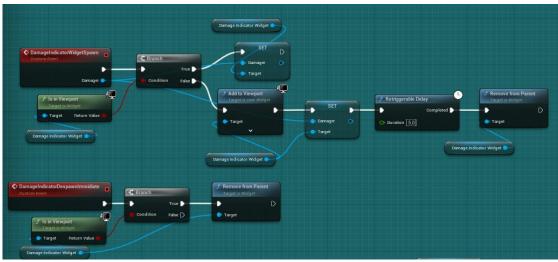


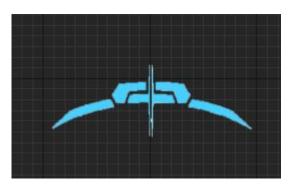


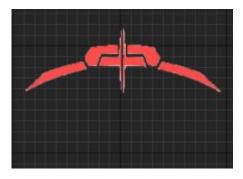


Accessibility -

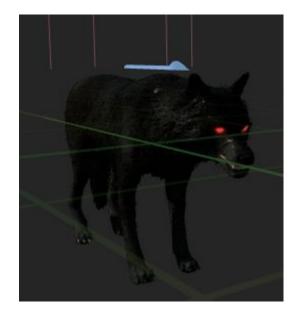


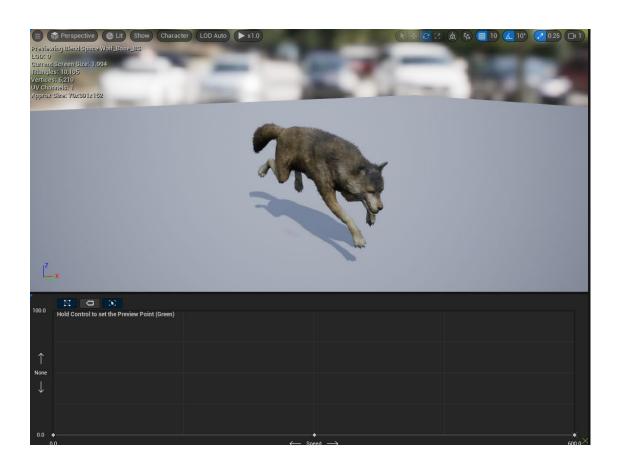




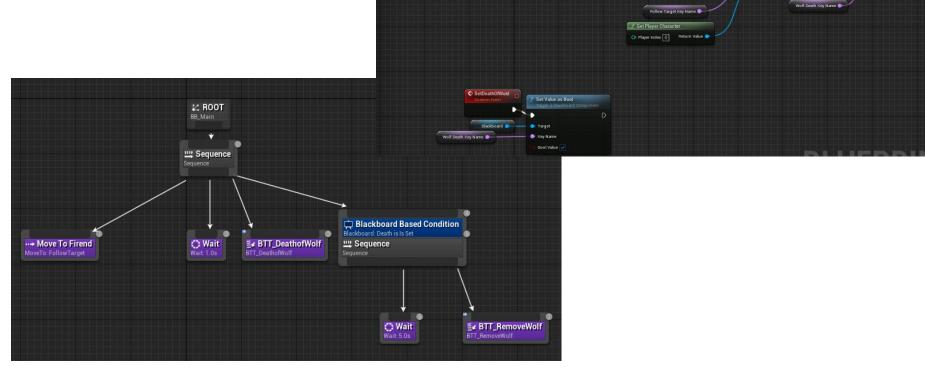


AI -





AI -



Start Game Controller

startGameController

. .

Blackboard 💮

J Set Value as Bool

Target

Ney Name

Bool Value

J Set Value as Object

Target

Key Name
Object Value

Blackboard 🔵

Return Value

F Run Behavior Tree